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S10 3	148	(715/520).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/04/18 12:31
S10 4	592	(715/526).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2006/04/18 13:13
S10 5	669	transparen\$4 with cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 13:13
S10 6	113	transparen\$4 near cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 13:13
S10 7	2299	(view\$4 or display\$4) with text with cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 13:21
S10 8	4	S106 and S107	US-PGPUB; USPAT	OR	ON	2006/04/18 13:18
S10 9	109	S106 not S108	US-PGPUB; USPAT	OR	ON	2006/04/18 13:18
S11 0	278	cursor with preview\$4	US-PGPUB; USPAT	OR	ON	2006/04/18 13:18
S11 4	32442	(view\$4 or display\$4) with cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 13:21
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S11 6	9	view\$4 with text with through with cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 14:58
S11 7	42	view\$4 near2 through near2 cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 14:58
S11 8	42	S117 not S116	US-PGPUB; USPAT	OR	ON	2006/04/18 14:58
S11 9	19	view\$4 near through near cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 15:01
S12 0	35	display\$4 near through near cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 15:02
S12 1	35	S120 not S119 not S116	US-PGPUB; USPAT	OR	ON	2006/04/18 15:01
S12 2	1	text near display\$4 near through near cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 15:02
S12 3	50	magnif\$5 near cursor	US-PGPUB; USPAT	OR	ON	2006/04/18 15:02
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### 1 [Toolglass and magic lenses: the see-through interface](#)



Eric A. Bier, Maureen C. Stone, Ken Pier, William Buxton, Tony D. DeRose

 September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

 Full text available: [pdf\(232.08 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** button, control panel, lens, macro, menu, multi-hand, transparent, viewing filter

### 2 [A structural view of the Cedar programming environment](#)



Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

 August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(6.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

### 3 [Systems Issues: Rajicon.: remote PC GUI operations via constricted mobile interfaces](#)



Norman Makoto Su, Yutaka Sakane, Masahiko Tsukamoto, Shojiro Nishio

 September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking**

Publisher: ACM Press

 Full text available: [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As of now, it is not uncommon for one to use multiple computers in separate places such as at home, office or school. A number of applications currently exist to allow a user to easily access and control these computers remotely via a notebook computer or web



page. Unfortunately, even with such solutions, it is rather inconvenient, for example, to try accessing your computer while walking downtown or riding a train. On the other hand, considering that cellular phones have been accepted as multi- ...

**Keywords:** GUI, cellular phone, mobile device, remote access

#### 4 The movable filter as a user interface tool



Maureen C. Stone, Ken Fishkin, Eric A. Bier

April 1994 **Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**

**Publisher:** ACM Press

Full text available: [pdf\(986.82 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** editing, graphics, lens, macro, transparent, viewing filter, visualization

#### 5 Tools: Role-based control of shared application views



Lior Berry, Lyn Bartram, Kellogg S. Booth

October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**

**Publisher:** ACM Press

Full text available: [pdf\(745.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Collaboration often relies on all group members having a shared view of a single-user application. A common situation is a single active presenter sharing a live view of her workstation screen with a passive audience, using simple hardware-based video signal projection onto a large screen or simple bitmap-based sharing protocols. This offers simplicity and some advantages over more sophisticated software-based replication solutions, but everyone has the exact same view of the application. This c ...

**Keywords:** CSCW, application, bitmap, policy, privacy, role, sharing, verbosity, view

#### 6 Pad: an alternative approach to the computer interface



Ken Perlin, David Fox

September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available: [pdf\(234.36 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 7 Accessibility interfaces: Design and user evaluation of a joystick-operated full-screen magnifier



Sri Kurniawan, Alasdair King, David Gareth Evans, Paul Blenkhorn

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher:** ACM Press

Full text available: [pdf\(330.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The paper reports on two development cycles of a joystick-operated full-screen magnifier for visually impaired users. In the first cycle of evaluation, seven visually impaired computer users evaluated the system in comprehension-based sessions using text



documents. After considering feedback from these evaluators, a second version of the system was produced and evaluated by a further six visually impaired users. The second evaluation was conducted using information-seeking tasks using Web pages. ...

**Keywords:** joystick, screen magnifier, visually impaired users

8 MAGNEX: a text editor for the visually impaired



Avram R. Vener, Ephraim P. Glinert

February 1988 **Proceedings of the 1988 ACM sixteenth annual conference on Computer science**

**Publisher:** ACM Press

Full text available: [pdf\(539.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

MAGNEX, a general purpose full screen text editor which incorporates features intended to make it especially useful to individuals with a wide range of visual impairments, is described. The philosophy and concepts central to the design of software such as this are discussed, as are pertinent details regarding the specific implementation at hand. A user's manual is provided as an appendix.

9 Usability and accessibility: Web accessibility: a broader view



John T. Richards, Vicki L. Hanson

May 2004 **Proceedings of the 13th international conference on World Wide Web**

**Publisher:** ACM Press

Full text available: [pdf\(905.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Web accessibility is an important goal. However, most approaches to its attainment are based on unrealistic economic models in which Web content developers are required to spend too much for which they receive too little. We believe this situation is due, in part, to the overly narrow definitions given both to those who stand to benefit from enhanced access to the Web and what is meant by this enhanced access. In this paper, we take a broader view, discussing a complementary approach that costs ...

**Keywords:** standards, user interface, web accessibility

10 Navigation as multiscale pointing: extending Fitts' model to very high precision tasks



Yves Guiard, Michel Beaudouin-Lafon, Denis Mottet

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

**Publisher:** ACM Press

Full text available: [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Fitts pointing model has proven extremely useful for understanding basic selection in WIMP user interfaces. Yet today's interfaces involve more complex navigation within electronic environments. As navigation amounts to a form of multi-scale pointing, Fitts model can be applied to these more complex tasks. We report the results of a preliminary pointing experiment that shows that users can handle higher levels of task difficulty with two-scale rather than traditional one-scale pointing ...

**Keywords:** Fitts' law, graphical tablet, input devices, mouse, multiscale interfaces, navigation, pointing, stylus



### 11 Geographic Data Processing



George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

**Publisher:** ACM Press

Full text available: pdf(4.20 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 12 Innovative Document Systems: The multivalent browser: a platform for new ideas



Thomas A. Phelps, Robert Wilensky

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

**Publisher:** ACM Press

Full text available: pdf(188.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Multivalent Browser is built on a architecture that separates functionality from concrete document format. Almost all functionality is made available via relatively small modules of code called behaviors that programmers can write to extend the core system. Behaviors can be as significant and powerful as parser-renderers for scanned paper, HTML, or TeX DVI; as fine-grained as hyperlinks, cookies, and the disabling of menu items; and as innovative or uncommon as in situ annotations, "lenses", ...

**Keywords:** annotation, architecture, digital, document, multivalent behavior, paper, scanned

### 13 Visualizing geospatial data



Theresa Marie Rhyne, Alan MacEachern, Theresa-Marie Rhyne

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(13.99 MB) Additional Information: [full citation](#), [abstract](#)

This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

### 14 The world through the computer: computer augmented interaction with real world environments



Jun Rekimoto, Katashi Nagao

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**

**Publisher:** ACM Press

Full text available: pdf(1.12 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** augmented reality, barcode, computer augmented environments, palmtop computers, ubiquitous computing, user-Interface software and technology

### 15 The Cell Design System

D. Franco, L. Reed



**June 1981 Proceedings of the 18th conference on Design automation****Publisher:** IEEE PressFull text available:  pdf(625.90 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Cell Design System (CDS) is part of a set of tools developed in the 1970s by the Electronics Division of Xerox to support CAD design. This paper describes the CDS, which is a highly interactive graphics system used for layout of custom chips. Described are the hardware environment and language, the kinds of manipulation allowed, types of objects, and viewing options. The CDS benefitted from experience with Icarus1 which is an early research effort for cell design la ...

**16 Display: Improving revisitation in fisheye views with visit wear**

Amy Skopik, Carl Gutwin


April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems****Publisher:** ACM PressFull text available:  pdf(523.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The distortion caused by an interactive fisheye lens can make it difficult for people to remember items and locations in the data space. In this paper we introduce the idea of visit wear - a visual representation of the places that the user has previously visited - as a way to improve navigation in spaces affected by distortion. We outline the design dimensions of visit wear, and report on two studies. The first shows that increasing the distortion of a fisheye view does significantly reduce peo ...

**Keywords:** edit wear, fisheye usability, fisheye views, focus+context techniques, memorability, spatial memory, visit wear

**17 Integrating communication, cooperation, and awareness: the DIVA virtual office environment**

Markus Sohlenkamp, Greg Chwelos


October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work****Publisher:** ACM PressFull text available:  pdf(1.60 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

DIVA, a novel environment for group work, is presented. This prototype virtual office environment provides support for communication, cooperation, and awareness in both the synchronous and asynchronous modes, smoothly integrated into a simple and intuitive interface which may be viewed as a replacement for the standard graphical user interface desktop. In order to utilize the skills that people have acquired through years of shared work in real offices, DIVA is modeled after the standard of ...

**Keywords:** CSCW, awareness, groupware, integration, synchronous/asynchronous, virtual office

**18 Animated art & presentations: On creating animated presentations**

Douglas E. Zongker, David H. Salesin

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03****Publisher:** Eurographics AssociationFull text available:  pdf(8.58 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Computers are used to display visuals for millions of live presentations each day, and yet only the tiniest fraction of these make any real use of the powerful graphics hardware available on virtually all of today's machines. In this paper, we describe our efforts toward harnessing this power to create better types of presentations: presentations that include meaningful animation as well as at least a limited degree of interactivity. Our approach has been iterative, alternating between creating ...

19 Improving GUI accessibility for people with low vision



Richard L. Kline, Ephraim P. Glinert

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher:** ACM Press/Addison-Wesley Publishing Co.

Full text available: [html\(43.62 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 Textual bloopers: an excerpt from GUI bloopers



Jeff Johnson

September 2000 **interactions**, Volume 7 Issue 5

**Publisher:** ACM Press

Full text available: [pdf\(734.19 KB\)](#) Additional Information: [full citation](#), [index terms](#)  
 [html\(80.52 KB\)](#)

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